

L Number	Hits	Search Text	DB	Time stamp
1	1	shad\$5 and porportional near5 (z-\$10 or depth)	USPAT; US-PGPUB	2003/09/22 16:18
-	201	dynamic near10 shadow	USPAT; US-PGPUB	2003/09/22 13:47
-	262	dynamic with shadow	USPAT; US-PGPUB	2003/09/05 09:51
-	269	dynamic\$ with shadow and (gui or graphical user interface)	USPAT; US-PGPUB	2003/09/05 09:57
-	34	dynamic\$ with shadow same (gui or graphical user interface)	USPAT; US-PGPUB	2003/09/05 10:02
-	299	(345/782.ccls. or 345/848-852.ccls. )	USPAT; US-PGPUB	2003/09/05 10:03
-	41	shadow and (345/782.ccls. or 345/848-852.ccls. )	USPAT; US-PGPUB	2003/09/12 14:38
-	48	window with shadow and "graphical user interface"	USPAT; US-PGPUB	2003/09/12 15:14
-	116	window same shadow and "graphical user interface"	USPAT; US-PGPUB	2003/09/05 11:08
-	219	(3d or three adj dimension\$4) and shadow\$4 and "graphical user interface"	USPAT; US-PGPUB	2003/09/05 11:15
-	157	(3d or three adj dimension\$4) and shadow\$4 and "graphical user interface" and dynamic\$4	USPAT; US-PGPUB	2003/09/05 11:19
-	14	(3d or three adj dimension\$4) and drop adj shadow\$4 and "graphical user interface"	USPAT; US-PGPUB	2003/09/05 11:19
-	1	5898433.pn.	USPAT; US-PGPUB	2003/09/16 12:42
-	1	5898433.URPN.	USPAT	2003/09/09 12:39
-	842	shad\$ and "z-\$" and (gui or "graphical user interface")	USPAT; US-PGPUB	2003/09/10 10:14
-	482	shad\$ and "z-\$" and (gui or "graphical user interface") and (3d or three adj2 dimension\$4)	USPAT; US-PGPUB	2003/09/10 12:32
-	25	shad\$ and "z-\$" and (gui or "graphical user interface") and (3d or three adj2 dimension\$4) and light and translat\$4 and bitmap	USPAT; US-PGPUB	2003/09/10 16:01
-	55	shad\$ and "z-\$" and (gui or "graphical user interface") and (3d or three adj2 dimension\$4) and translat\$4 and bitmap	USPAT; US-PGPUB	2003/09/12 14:07
-	0	02250113.an.	JPO	2003/09/12 12:00
-	1	02250113.pn.	JPO	2003/09/12 11:59
-	3	(hirakuri near shinji).inv.	JPO	2003/09/12 12:01
-	295	shad\$ and "z-\$" and (gui or "graphical user interface") and (3d or three adj2 dimension\$4) and translat\$4	USPAT; US-PGPUB	2003/09/12 14:03
-	1	shad\$ and "z-\$" and (gui or "graphical user interface") and (3d or three adj2 dimension\$4) and translat\$4 and "diffusion filter"	USPAT; US-PGPUB	2003/09/12 14:37
-	14	shadow and "diffusion filter"	USPAT; US-PGPUB	2003/09/12 14:03
-	87	shadow\$4 and "z-\$" and (gui or "graphical user interface") and (3d or three adj2 dimension\$4) and translat\$4 and rotat\$4	USPAT; US-PGPUB	2003/09/12 14:15
-	2	shadow with window and "z-\$" and (gui or "graphical user interface") and (3d or three adj2 dimension\$4)	USPAT; US-PGPUB	2003/09/12 14:37
-	428	345/426.ccls.	USPAT; US-PGPUB	2003/09/12 15:17
-	52	345/426.ccls. and translat\$5 and shadow	USPAT; US-PGPUB	2003/09/16 10:25
-	1	6014472.pn.	USPAT; US-PGPUB	2003/09/16 15:55
-	1	6014472.pn. and (operator or input or instruct\$) same position	USPAT; US-PGPUB	2003/09/16 12:43
-	2	shadow and "diffusion filter" and bitmap	USPAT; US-PGPUB	2003/09/16 15:36

-	437	shadow and bitmap	USPAT; US-PGPUB	2003/09/16 15:36
-	23	"diffusion filter" and shadow	USPAT; US-PGPUB	2003/09/16 15:57
-	402	("diffusion filter" or diffuser) and 345/\$.ccls.	USPAT; US-PGPUB	2003/09/16 16:01
-	55	("diffusion filter" or diffuser) and 345/\$.ccls. and shadow	USPAT; US-PGPUB	2003/09/16 16:13
-	4	("diffusion filter" or diffuser) and 345/\$.ccls. and shadow and soft	USPAT; US-PGPUB	2003/09/16 16:16
-	8	("diffusion filter" or diffuser) same smooth and 345/\$.ccls.	USPAT; US-PGPUB	2003/09/16 17:03
-	428	345/426.ccls.	USPAT; US-PGPUB	2003/09/22 13:56
-	12	345/426.ccls. and oblique	USPAT; US-PGPUB	2003/09/22 14:25
-	0	shad\$5 near5 porportional near5 (z-\$10 or depth)	USPAT; US-PGPUB	2003/09/22 14:13
-	0	shad\$5 same porportional near5 (z-\$10 or depth)	USPAT; US-PGPUB	2003/09/22 16:18
-	1	4600200.pn. and shadow with (depth or distance)	USPAT; US-PGPUB	2003/09/22 14:25